CONQUEST

THE LAST ARGUMENT OF KINGS

HUNDRED KINGDOMS

Army List

ARMY LISTS

The rules that follow will show you how the models and Warbands interact with each other and the environment. These chapters will teach you how to activate your Warbands, how to move them as well as how to engage in combat with them.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

ADAPTABILITY TO ADVERSITY

When creating your Army List, you may select one of the following traits. If you do so, all Regiments and Characters in your army are considered to have that trait.

Veterans: You may designate any number of Regiments in your Army to be Veterans. In a Veteran Regiment, all Officer Models cost double the points. When an Officer Model is added to a Regiment with a Leader and Standard Bearer, choose whether the Regiment will add +1 to either its Clash or Volley Characteristic (to a maximum of 4).

Modifying a Veteran Regiment's Characteristics and paying the additional costs of Officer Models takes place when creating your Army List. The maximum of 4 restrictions on Clash and Volley only applies during list building.

Relentless Drill: All Infantry Stands in the Army gain the Support (2) Special Rule. If a Stand already has the Support (X) Special Rule, it gains the Support (+1) Special Rule instead.

DYNASTIC ALLIANCES

When creating your Army List you may select an additional Warlord. This second Warlord must be a different Entry than your first Warlord, and counts as a Warlord for purposes of scoring.

Noble Lord and Mounted Noble Lord are considered to be the same Entry for the purposes of Dynastic Alliances, as is the Mounted Priory Commander and the Order of the Sword Priory Commander.

You may activate only one activated Supremacy ability per Supremacy phase, regardless of the number of Warlords in your Army List.

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

IMPERIAL OFFICER

Rapid Deployment: All Friendly Infantry Regiments in the Army gain the Vanguard Special Rule for the duration of the Battle. This Supremacy Ability is always considered to be active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

NOBLE LORD

Speed of Horse (Cavalry Noble Lord): While this Character Stand is on the Battlefield, all Household Knight Regiments gain the Impact (+1) Special Rule and Re-Roll failed Hit Rolls of "6" when resolving Impact Attacks. This Supremacy Ability is always considered to be active.

Best of Men (Infantry Noble Lord): While this Character Stand is on the Battlefield, all Friendly Infantry Regiments within 6" of this Character Stand may Re-Roll unmodified rolls of "6" when making Defense Rolls. In addition, they may also Re-Roll unmodified Hit rolls of "6" during Clash Actions. This Supremacy Ability is always considered to be active.

MOUNTED PRIORY COMMANDER/ORDER OF THE SWORD

The First Blessing: Once per battle, when this Supremacy phase is Activated, every Regiment in the Priory Commander's Warband gains "Blessed" for this Round. Regiments that already have the Blessed Special Rule gain either +1 to their Attack Characteristic or gain the Hardened (+1) Special Rule this Round instead.

THEIST PRIEST

The Spirit Shines: Once per battle, until the end of the Round, Spellcasting Actions performed by Friendly Character Stands with the Priest (X) Special Rule, targeting the Regiment this Warlord is currently attached to, also affect all Friendly Regiments with the Devout Special Rule on the Battlefield. Should the Character Stand casts Divine Sanction, all Friendly Regiments with the Devout Special Rule benefit from its effects but do not perform a Duel Action.

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Protective Glyphs: Enemy Spellcasters selecting a friendly Regiment as the Target of their Spellcasting Action, count as being affected by "Enemy Interference". In addition, when this Character Stand performs a Spellcasting Action, if attempting to cast a Spell with a Range of "Self", the Spell counts as having Range 8" instead for this Spellcasting Action. This Supremacy ability is always considered to be Active.

Characters

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

Imperial officer — 75 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Imperial Officer	Infantry	Medium	5	2	2	4	4	3	3	0

Special Rules: **None**

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Battlefield Drills: May select up to two of the following Battlefield Drills at no additional cost, and the Regiment this Character Stand is currently attached to may resolve two Draw Events during its Activation.

1) Brace for Impact: The Regiment this Character Stand is currently attached to gains the Bastion (1) Draw Event.Currently Attached Character Stands do not receive the Draw Event.

2) On Your Feet: The Regiment this Character Stand is currently attached to gains the Double Time Draw Event. Currently Attached Character Stands do not receive the Draw Event.

3) Fire First, Aim Later: The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event. Currently Attached Character Stands do not receive the Draw Event.

4) Aim For the Head: The Regiment this Character Stand is currently attached to gains the Murderous Volley Draw Event. Currently Attached Character Stands do not receive the Draw Event.

Warband:

Mainstay: *Militia*
Militia Bowmen
Imperial Ranger Corps
Men-at-Arms
Mercenary Crossbowmen

Restricted: *Gilded Legion*
Hunter Cadre
Steel Legion

Retinue:

Tactical	*Available*
Combat	*Restricted*
Arcane	*Restricted*

Masteries: *Tactical, Combat*

Noble Lord — 80 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Noble Lord	Infantry	Medium	5	1	3	4	4	3	3	0

Special Rules **None**

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Weapon Arts: May select one of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

Weapon Master	The Character Stand gains the Cleave (1) Special Rule.
Relentless	The Character Stand gains the Flurry Special Rule.
Powerful Physique	The Character Stand adds +1 to its Wounds Characteristic.
Duellist	The Character Stand gains the Parry Special Rule.

Warband:

Mainstay:	*Militia* *Militia Bowmen* *Men-at-Arms* *Mercenary Crossbowmen* *Household Guard*
Restricted:	*Mounted Squires* *Longbowmen* *Household Knights*

Retinue:	**Infantry**
Tactical	*Restricted*
Combat	*Available*
Arcane	*Not Available*

Masteries: *Tactical, Combat*

Mounted Noble Lord — 110 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Mounted Noble Lord	Cavalry	Medium	7	1	3	5	5	3	3	0

Special Rules **Brutal Impact (2), Impact (3), Shield**

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Weapon Arts: May select up to one of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

Weapon Master	The Character Stand gains the Cleave (1) Special Rule.
Relentless	The Character Stand gains the Flurry Special Rule.
Powerful Physique	The Character Stand adds +1 to its Wounds Characteristic.
Duellist	The Character Stand gains the Parry Special Rule.

Warband:

Mainstay:
Militia
Militia Bowmen
Men-at-Arms
Mercenary Crossbowmen
Mounted Squires
Household Guard

Restricted:
Longbowmen
Household Knights

Retinue: **Cavalry**

Tactical	*Not Available*
Combat	*Not Available*
Arcane	*Not Available*

Masteries: *Tactical, Combat*

Mounted Priory Commander — 110 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Mounted Priory Commander	Cavalry	Heavy	8	1	4	6	6	4	4	0

Special Rules: Impact (4)

Draw Event: None None

Number of Stands: 1

Models per Stand: 1

Options:

Must select one of the following Orders gaining all Special Rules listed.

- Order of the Crimson Tower: Brutal Impact (2), Terrifying (1)
- Order of the Sealed Temple: Quicksilver Strike, Impact (+1)

Warband:

A Priory Commander's Warband is determined by his Order.

Order of the Crimson Tower

Mainstay:	*Order of the Crimson Tower*
Restricted:	*Order of the Ashen Dawn*
	Order of the Sealed Temple
	Order of the Sword
	Order of Saint Lazarus

Order of the Sealed Temple

Mainstay:	*Order of the Sealed Temple*
Restricted:	*Order of the Ashen Dawn*
	Order of the Crimson Tower
	Order of the Sword
	Order of Saint Lazarus

Retinue:	**Cavalry**
Tactical	*Not Available*
Combat	*Not Available*
Arcane	*Not Available*
Masteries:	*Tactical, Combat*

Order of the Sword Priory Commander — 90 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of the Sword Priory Commander	Infantry	Heavy	5	1	4	6	5	4	4	2

Special Rules: Cleave (1)

Draw Event: None — None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May purchase a single Heirloom at the indicated points cost.

Warband:

Mainstay: *Order of the Sword*

Restricted: *Order of the Ashen Dawn*, *Order of the Sealed Temple*, *Order of the Crimson Tower*, *Order of Saint Lazarus*

Retinue:	**Cavalry**
Tactical	*Restricted*
Combat	*Available*
Arcane	*Restricted*
Masteries:	*Tactical, Combat*

Theist Priest — 90 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Theist Priest	Infantry	Medium	5	1	2	4	4	2	2	0

Special Rules: **Cleave (1), Devout, Fearless, Priest (5)**

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

The Theist Priest knows all the following Spells at no additional points cost.

Saint's Favor
Heavenly Blessing
Fervor
Divine Sanction
Holy Fire

Warband:

Mainstay: *Sicarii*
Militia
Militia Bowmen

Restrictions:

A Priest cannot join the following Regiments:
- Order of the Sword

Retinue:

Tactical	*Not Available*
Combat	*Restricted*
Arcane	*Available*

Masteries: *Combat, Arcane*

Chapter Mage — 80 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Chapter Mage	Infantry	Light	5	3	1	3	4	2	1	0

Special Rules: **Barrage (4) (18"), Wizard (5)**

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

The Chapter Mage must select one of the following Schools at no additional point cost and knows all the Spells within that School.

Fire

Kindle Courage
Fire Dart

Earth

Earth to Mud
Stone Spikes

Water

Ninuah's Tears
Call Fog

Air

Seeking Winds
Guide

Warband:

Mainstay: *Men-at-Arms*
Mercenary
Crossbowmen

Restricted:

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Arcane	*Available*

Masteries: *Tactical, Arcane*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason

Unless otherwise specified, the following restrictions apply for Hundred Kingdom Character Stands:

- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Only Character Stands possessing at least 1 Tier in the Tactical Category may select a Banner Character Upgrade.
- Character Stands with the Wizard (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

HEIRLOOMS

Each Heirloom may only be included in your Army once.

Banners

Standard of Steel **40 points**

These are the challenge standards issued by the Legion of Steel. To have accepted this challenge, let alone survived, is a feat that gives pause to even the mightiest of opponents.

The Regiment this Character Stand is currently attached to gains the Dread Special Rule.

Regalia of the Empire **25 points**

The Regalia include a series of items, such as weapons, rods, a staff, clothing, rings, jewels and, of course, the Imperial Crown, composed of eleven smaller crowns. Being temporarily granted any of them means the bearer has secured the favour of the Conclave and acts in the name of the Hollow Throne.

Household Guard Regiment this Character Stand is currently attached to, gains the Dauntless Special Rule.

Gilded Rampart **20pts**

It is said that the Empire was forged not by the number of men Charles Armatellum commanded, but by their training and discipline. While all War Colleges carry the same legacy, the Gilded Legion has set a standard above even that. The impact that the handful of commanders that have earned the Gilded Rampart have on their men's drills is evidence enough.

The Regiment this Character Stand is currently attached to, gains the Iron Discipline Special Rule.

The Shroud of St. Lazarus **20 points**

This banner still bears the faint outline of St. Lazarus. The cloth itself shines with power and faith and remains proof to fire and steel. This Theist relic has become a symbol of self-sacrifice and redemptive suffering, much to the anger of the Order of St. Lazarus.

The Regiment this Character Stand is currently attached to, adds +1 to its Resolve Characteristic and gains the Fearsome Special Rule.

Armors

Armor of Dominion **40 points**

Forged using techniques lost among the ashes of Capitas, these suits of armour were forged blending the faith and sorcery of the Old Dominion. The few that have survived the Fall are considered treasures without equal among the Hundred Kingdoms.

Enemy Stands in contact with this Character Stand lose the Cleave (X) and Smite Special Rules.

Indomitable Plate **15pts**

The brutal last day of the Siege of Sieva has been the subject of study of many a military tactician and the source of inspiration of numerous troubadours. Whether he held the eastern tower for two hours by skill and masterful tactics or he endured the endless blows, arrows and even a ballista bolt, Commander Ivgar the Steadfast has become a legend, his set of full plate armor a treasure of mystifying endurance.

This Character Stand adds +1 to both its Wounds and Defense Characteristics.

Bakkian Token **10pts**

While their roots are often forgotten, the culture of the Hundred Kingdoms is steeped with references, superstitions and beliefs that have endured since the Old Dominion. Often fashioned after feathers to symbolize his fickle nature, bronze tokens of the trickster god Bakkus are still worn as good luck charms.

This Character Stand adds +1 to its Evasion Characteristic (to a maximum of 3).

Mask of Eaklides **10pts**

Greatest among the storied heroes of the City States, Eaklides of Tauria could not be felled in honourable combat. When a cowardly arrow took his life at the battle of Aella, his death shattered the spirit of his forces. While his body would eventually be recovered through the heroic efforts of his Companions, his panoply was plundered and lost. His masked helm has changed hands countless times since then, a mark of excellence... and doom.

This Character Stand Stand may Re-Roll failed Defense Rolls.

Weapons

The Kiss Farewell **30pts**

Commissioned by the Countess Isidold de Leona in 481 P.R., this one-of-a-kind crossbow was designed to make the impossible shot needed for the assassination of her husband in his office. It has since changed hands repeatedly, sold or even hired for similar feats.

This Character Stand gains the Barrage (3) (18", Deadly Shot) Special Rule. If the Character Stand already has the Barrage (X) Special Rule, it gains Barrage (+3) (Deadly Shot) instead. The range of its Barrage (X) Special Rule remains unaffected.

Caledburn **15 points**

The sword of the first Cadeyrn, Arktus the Bear, used to defeat each of the other Breannan Kings in ritual duel. While many claim ownership through distant relations, the sword seems to disappear and resurface time and again, always in the hands of a worthy bearer.

This Character Stand may Re-Roll failed Hit Rolls during a Duel Action, and the opposing Enemy Character Stand must Re-Roll successful Defense Rolls.

The Flesh Cleaver **15 points**

When Charles Armatellum walked from the Sealed Temple to negotiate peace with the living god of the W'adrhûn, he returned with peace, and this axe. Carved from a single piece of obsidian, few are capable of wielding it... fewer still of withstanding it.

This Character Stand gains the Fiend Hunter and Deadly Blades Special Rules.

Laurean Lance **10 points**

Awarded to the victor of the Klaean Trials, Laurean lances are a very rare sight on the field. Not only must the bearer win a course at the Trials, he must also Turn down the invitation to join the Orders that follows victory.

This Character Stand may Re-Roll failed Hit Rolls when performing Impact Attacks and gains the Brutal Impact (+1) Special Rule.

The Unwrought **5 points**
Terribly misnamed, as the sword is entirely finished, this blade has nonetheless never lost the heat of its forging. Kept in a stone scabbard, the Unwrought is a terrible sight once drawn, and its hungry blaze has devoured lives by the dozen. Many reports claim that this weapon is not unique, but only one of many that participated in the Nord Ragnarök, fuelling their hatred for the southern "Fire-Children".
Brute Regiments Re-Roll successful Defense Rolls when resolving Hits from a Character Stand with this Character Upgrade.

Talismans

Eye of Akelus **35 points**
The Akelus, the legendary huntsman, was admired for his unparalleled accuracy and tracking prowess. Admiration quickly turned into fear as Akelus was consumed by the Wild and made prey of civilized people. His Eye, now a Deist Relic venerating the Beast Aspect, was encased in crystal to be preserved.
The Character Stand gains the following Draw Event:
Eye of Akelus: Target Friendly Regiment within 8" of the Character Stand Re-Rolls failed Hit Rolls of "6" when performing a Volley Action until the end of the Round.

Olefant's Roar **35 points**
Charles Armatellum's squire was present in all but one of his battles, yet only his nickname, Olefant, is remembered. While not an official part of the Imperial Regalia, Olefant's Roar, the ornate oliphant horn he carried, is kept with them.
The Regiment this Character Stand is currently attached to, gains the Glorious Charge Special Rule.

Finite-State Apparatus **15 points**
Designed by the Universita Mantica Molonovka, the Finite-State Apparatus, also known as "flux bomb", encases a stable but sensitive mix of all four elements in constant flux. When an outside source of imbalance, such as a Spell, disrupts the flux, the bomb erupts, attempting to re-establish the balanced state.
The Character Stand gains the following Draw Event:
Finite State Apparatus: This Draw Event can only be Activated once per Battle.The Character Stand counts as having the Wizard (1) Special Rule for the purpose of Enemy Interference if it is not a spellcaster already until the end of the Round.

Furthermore, all Enemy spellcasters within 8" of this Character Stand suffer a -3 to the Attunement value of any Spells, instead of the usual -1 until the end of the Round.

Lady's Favour **10 points**
Whether due to sheer inspiration or simply the weight of tradition, few can argue that a knight bearing a Lady's Favour in battle is often driven beyond his mortal limits.
This Character Stand gains the Tenacious Special Rule.

Mantle of Saint Nicholas **10 points**
This simple robe is still stained with the blood of Saint Nicholas, whose murder at the hands of the unpious plunged the Hundred Kingdoms into decades of conflict from which the Tellian Empire rose. Such is its significance and St Nicholas' legacy that even the most jaded atheists are moved in its presence.
The Regiment this Character Stand is currently attached to, gains the Devout Special Rule.

Arcane

Chapter Scroll **20pts**
(Chapter Mage only)
It is a fundamental law of magic that one can only perform works compatible to the element(s) they are Gifted in. The mere design, if not the frequency of appearance, of scrolls which allow this limitation to be bypassed serves as an alarming testament to the stiff competition between not only Mages as individuals, but also entire Chapters as institutions, vying for favor and power.
This Character Stands projects Enemy Interference over a range of 16" rather than the usual 8".

Elysian Fragment **20 points**

These mystical fragments are said to be shattered remnants of the Shepard's Palace that crashed onto Capitas during the Fall. If they are brought near one's ear, one can still hear the prayers of the faithful, trapped in the glass. Breaking the gem releases these faint whispers into an overwhelming crescendo of power.

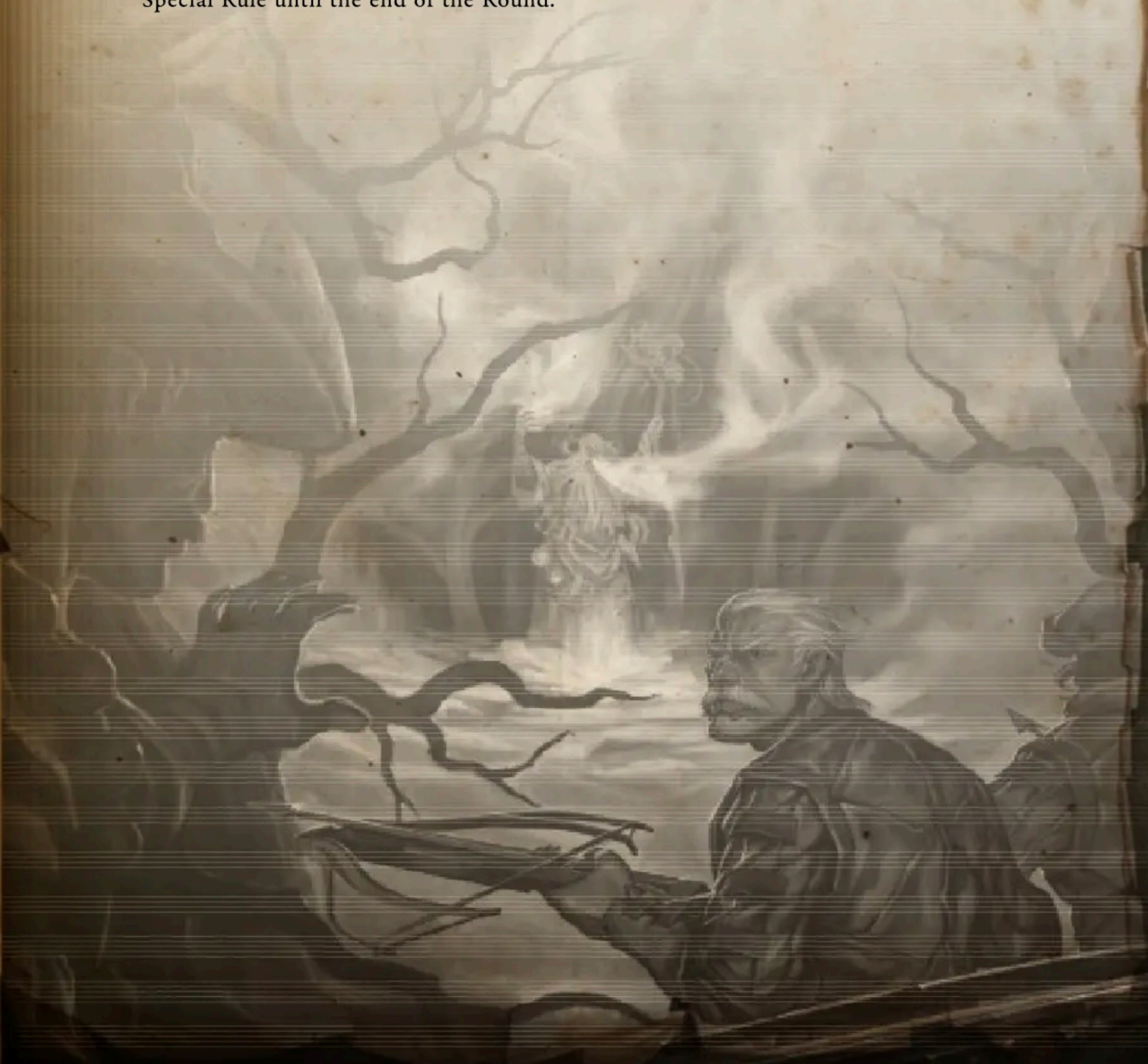
The Character Stand gains the following Draw Event:

Elysian Fragment: This Draw Event can only be Activated once per Battle. Until the end of the Round, the Regiment this Character Stand is currently attached to gains the "Smite" Special Rule until the end of the Round.

Hopes and Prayers **20pts**
(Theist Priest Only)

In a ritual before battle, Priests of the faithful gather the prayers of their parish and wear them, long parchments that adorn their robes. Contrary to popular belief among the skeptics, it would appear that they actually work, their power seemingly unlimited.

The first time this Character Stand is reduced to 0 Wounds and would be removed as a Casualty, do not remove this Character Stand from the battle. Instead, at the end of the Action that would have caused this Character Stand to be removed as a Casualty, Heal this Character Stand so it has 1 Wound remaining.

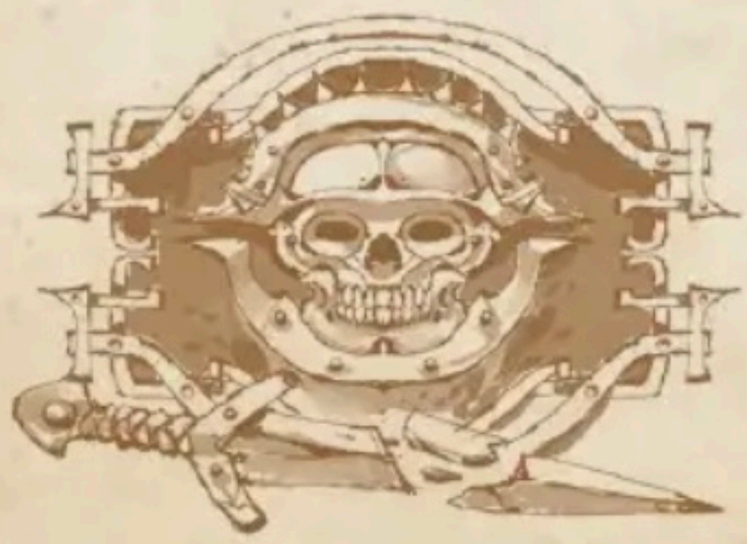


CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish. Example: *To obtain Tier 2 in a Retinue, you must first have purchased Tier 1 in that same Retinue etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant Army List Entry, with the indication of either "Available" or "Restricted." The Character Stand selects Tiers freely from any category it has Available, while they may only reach Tier 2 on the Restricted categories. In addition, purchasing a Tier from a Restricted category will cost double the points indicated.

Tier	Tactical	Combat	Arcane
1	The Regiment this Character Stand is currently attached to, gains the Indomitable Special Rule (10 points).	This Character Stand adds +1 to its Wound Characteristic. (10 points)	This Character Stand gains the Wizard (+1) or Priest (+1) Special Rule. (10 points)
2	This Character Stand may purchase an additional Character Upgrade (Heirloom) at its indicated point cost. (10 point)	This Character Stand adds +1 to its Attacks Characterisitc. (15 points)	This Character Stand counts a Regiment as 2 less Stands for the purposes of Scaling. (20 points)
3	The Regiment this Character Stand is currently attached to gains the Flank Special Rule. (10 points)	The Character Stand adds +1 to its Clash Characteristic and gains the Cleave (+1) Special Rule (30 points).	This Character Stand always treats one failed Spellcasting die as a success when performing a Spellcasting Action. (15 points)



MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

Tactical

Art of War **30 points**
Requires Tactical Retinue Tier 3. Once per Round, whilst the Character Stand is on the Battlefield, the Player may forgo their "Draw Command Card" Step and pass play to their opponent.

Rally to Me! **25 points**
When the Regiment this Character Stand is currently attached to, performs a Withdraw Action, it is treated as if the Regiment automatically succeeded on the Resolve Test.

Eccentric Fighting Style **25 points**
Requires Tactical Retinue Tier 1. The Character Stand adds +2 to its Attacks Characteristic and Re-Rolls failed Hit Rolls and successful Defense Rolls.

Long Lineage **15 points**
This Character Stand may purchase one additional Character Upgrade, from this Army List, at its indicated point cost, even if a Character Upgrade was not available in the Character Stand's Army List Entry.

Combat

Tip of the Lance **35 points-**
The Cavalry Regiment this Character Stand is currently attached to gains the Wedge! Special Rule.

Expose Weakness **20 points**
During a Duel Action, Enemy Character Stands cannot ignore or reduce the number of Hits suffered from this Character Stand.

Marksmanship **15 points**
This Character Stand adds +2 to its Barrage (X) Special Rule.

Disorienting Strikes **10 points**
Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

Overkill **10 points**
For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

Arcane

Glimmer of Faith **30 points**
(Theist Priest Only)
The Character Stand may target Friendly Regiments with the Devout Special Rule with a Spell, regardless of Range or Line of Sight. Spells with a range of "Self" do not benefit from this Mastery.

Magus **30 points**
This Character Stand reduces the number of additional successes it requires due to Scaling by -1, to a minimum of 0.

Focused **15 points**
The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

SPELLS

Some Character Stands can purchase Spells from the following list:

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Name	Range	Attunement	Effect
Stone Spikes	Self	3 (Scaling)	If Target Regiment is declared as the target of an Enemy Regiment's Charge Action, the Charging Regiment will suffer -2 to its Impact (X) Special Rule (to a minimum of 0), until the end of the Round.
Call Fog	Self	3 (Scaling)	When an Enemy Regiment performs a Volley Action against this Regiment, it treats its unmodified Barrage (X) value as if it was half, rounding up, until the end of the Round.
Earth to Mud	16"	3 (Scaling)	Should the Target Regiment wishes to declare a Charge or March Action, it may only do so as its First Action. If it takes a Charge or March Action as its First Action, it may not take a Second March Action that Round.
Kindle Courage	Self	3 (Scaling)	Target Regiment adds +1 to its Resolve Characteristic and gains the Inspired Special Rule until the end of the Round.
Fire Dart	14"	3	Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.
Seeking Winds	Self	3 (Scaling)	Target Regiment, add +1 to their Barrage (X) Special Rule until the end of the Round.
Guide	10"	3 (Scaling)	Target Regiment, Re-Rolls failed Hit rolls of "6" during a Volley Action until the end of the Round.
Ninuah's Tears	Self	3	For each success, Target Regiment Heals one Wound. In addition, the Regiment Re-Rolls failed Morale Tests of "6" until the end of the Round.

THEIST PRIEST

Name	Range	Attunement	Effect
Divine Sanction	Self	3	The Character Stand attached to this Regiment gains the Cleave (+1), Deadly Blades and Quicksilver Strike Special Rules until the end of the Round. In addition the Character Stand can immediately perform an out-of-sequence free additional Duel Action.
Fervour	12"	3 (Scaling)	Target Friendly Regiment loses its Broken status, as if it had used a Rally Action. The Target Regiment does not count as having been Activated as a result of this Spell.
Heavenly Blessing	10"	3 (Scaling)	Target Infantry Regiment, gains the Blessed Special Rule until the end of the Round.
Holy Fire	10"	3	Inflicts two Hits per success on Target Enemy Regiment.
Saint's Favour	10"	3 (Scaling)	Target Regiment, adds +1 to either its Defense or Evasion Characteristic until the end of the Round.

Regiments

You may include Regiments as part of your Characters' Warband.

Imperial Ranger Corps — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Imperial Ranger Corps	Infantry Regiment	Light	6	3	1	4	4	2	1	1

Special Rules: Fluid Formation, Vanguard, Barrage 3 (16")

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **40 points**

Options:

Command Models and Officers

Standard Bearer *5 points*

Longbowmen — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Longbowmen	Infantry Regiment	Light	6	2	1	4	4	2	1	0

Special Rules: Barrage (3) (24", Arcing Fire, Armor Piercing (1)), Cleave (1)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **40 points**

Options:

Command Models and Officers

Standard Bearer *5 points*

Mercenary Crossbowmen — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Mercenary Crossbowmen	Infantry Regiment	Light	5	2	1	4	4	2	1	0

Special Rules: Barrage (3) (18", Armor Piercing (1))

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **35 points**

Options:

Command Models and Officers

Standard Bearer — *5 points*

Militia — 95 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Militia	Infantry Regiment	Light	5	1	2	4	4	2	1	0

Special Rules: Shield, Support (2)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **30 points**

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Servite — *15 points*

Neophyte — *10 points*

Errant of the Order of the Shield — *10 points*

Standard Bearer — *5 points*

Militia Bowmen — 75 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Militia Bowmen	Infantry Regiment	Light	5	1	1	3	4	2	1	0

Special Rules: Barrage (3) (16")

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **25 points**

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Servite — *15 points*

Neophyte — *10 points*

Errant of the Order of the Shield — *10 points*

Standard Bearer — *5 points*

Hunter Cadre — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Militia Bowmen	Infantry Regiment	Light	6	2	3	4	4	3	1	2

Special Rules: Barrage (3) (18", Armor Piercing (1)), Cleave (1), Fearless, Fiend Hunter

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **50 points**

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Null Mage — *15 points*

Standard Bearer — *5 points*

Mounted Squires — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Mounted Squires	Cavalry Regiment	Light	9	1	2	4	4	2	2	0

Special Rules: Shield, Impact (1), Opportunitsts

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stand: 45 points per Stand

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Count Palatine 10 points

Standard Bearer Free

Household Guard — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Household Guard	Infantry Regiment	Medium	5	1	2	4	4	3	3	0

Special Rules: Cleave (1), Support (2)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **40 points**

Options:

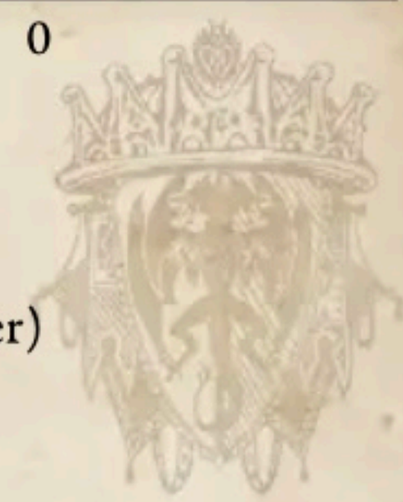
Command Models and Officers — **This Regiment may take up to one Officer**

Armsmaster *20 points*

Standard Bearer *10 points*

Men-At-Arms — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Men-at-Arms	Infantry Regiment	Medium	5	1	2	4	4	2	2	0



Special Rules: Shield

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **35 points**

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Seasoned Veteran — *20 points*

Neophyte — *15 points*

Standard Bearer — *5 points*

Order of Saint Lazarus — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of Saint Lazarus	Infantry Regiment	Medium	6	1	2	6	5	5	2	1

Special Rules: Cleave (1), Fearsome

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **35 points**

Options:

Command Models and Officers

Standard Bearer — *10 points*

Sicarii — 140 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Sicarii	Infantry Regiment	Medium	5	1	2	4	4	4	0	2

Special Rules: Cleave (1), Devout, Fearless, Lethal Demise

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **40 points**

Options:

Command Models and Officers

Standard Bearer *5 points*

Household Knights — 140 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Household Knights	Cavalry Regiment	Medium	7	1	2	5	4	3	3	0

Special Rules: Brutal Impact (1), Impact (3), Shield

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stand: 60 points per Stand

Options:

Command Models and Officers **This Regiment may take up to one Officer**

Tourney Champion 25 points

Standard Bearer Free

Order of the Sealed Temple — 170 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of the Sealed Temple	Cavalry Regiment	Medium	8	1	3	4	4	4	3	0

Special Rules: Fluid Formation, Impact (4), Shield

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stand: 70 points per Stand

Options:

Command Models and Officers

Standard Bearer 15 points

Gilded Legion — 145 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Gilded Legion	Infantry Regiment	Heavy	5	1	3	4	4	4	3	0

Special Rules: Cleave (1), Iron Discipline, Support (2)

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **45 points**

Pike Formation: Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc. In addition, Enemy Regiments that have performed a successful Charge against this Regiment's front arc do not benefit from the Inspired and Shock Special Rules until the end of the Round.

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Drillmaster *20 points*

Seasoned Veteran *20 points*

Standard Bearer *10 points*

Order of the Sword — 170 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of the Sword	Infantry Regiment	Medium	5	1	4	4	5	4	3	2

Special Rules: Cleave (1), Counter-Attack

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **55 points**

Options:

Command Models and Officers

Standard Bearer — *5 points*

Steel Legion — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Steel Legion	Infantry Regiment	Heavy	5	1	3	5	4	3	3	0

Special Rules: Bravery, Cleave (2), Oblivious

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 4

Additional Stands: **50 points**

Options:

Command Models and Officers — **This Regiment may take up to one Officer**

Drillmaster — *20 points*

Standard Bearer — *10 points*

Order of the Ashen Dawn — 240 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of the Ashen Dawn	Cavalry Regiment	Heavy	7	1	4	6	6	5	4	0

Special Rules: Blessed, Cleave (1), Fearless, Impact (3), Wedge!

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stand: 70 points per Stand

Options:

Command Models and Officers

Standard Bearer 15 points

Order of the Crimson Tower — 200 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Order of the Crimson Tower	Cavalry Regiment	Heavy	7	1	3	5	4	4	3	0

Special Rules: Brutal Impact (2), Impact (4), Shield, Terrifying (1), Wedge!

Draw Event: None

Number of Stands: 3 (including Command Stand with Leader)

Models per Stand: 1

Additional Stands: **80 points**

Options:

Command Models and Officers

Standard Bearer *15 points*

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Armsmaster
This Regiment Re-Rolls failed Hit Rolls of "6" during Clash Actions. While a Noble Lord Character Stand is currently attached to this Regiment, the Regiment, including currently attached Character Stands, adds +1 to its Clash Characteristic instead.

Count Palatine
The Regiment and currently attached Character Stands, always counts as having the Inspired Special Rule.

Drillmaster
This Regiment adds +1 to its Attacks Characteristic and gains the Double Time Draw Event. Currently attached Character Stands do not benefit from the effects of this Officer.

Errant of the Order of the Shield
The Regiment always counts as having the Inspired Special Rule and its Command Stand adds +2 to its Attack Characteristic. In addition, a Character Stand attached to this Regiment adds +2 to their Attacks Characteristics when participating in a Duel Action.

Neophyte
This Regiment gains the Devout Special Rule and the Priest (1) Special Rule for the purposes of Enemy Interference.

Null Mage
When an Enemy spellcaster attempts to cast a Spell within 10" of this Regiment's Command Stand, any of the Spellcasting dice rolled that are not a success inflict one Wound on the spellcaster. These Wounds cannot be mitigated or saved in any way and do not trigger Morale Tests.

Servite
The Regiment adds +1 to both its March and Resolve Characteristics. Currently attached Character Stands also add +1 to their March Characteristic.

Seasoned Veteran
This Regiment gains the Bastion (1) Draw Event. Currently attached Character Stands do not gain the Draw Event.

Tourney Champion
This Regiment adds +2" to its Charge distance when performing a Charge Action.

DRAW EVENTS & SPECIAL RULES

Wedge!: After performing a successful Charge, this Regiment gains the Cleave (+1) Special Rule until the end of the Round.

We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

Para Bellum
WARGAMES